immediately following the earlier portion of the single trajectory, a later portion of the single trajectory in a second direction, the later portion comprising a second series of points increasingly distant from the surfaces, wherein the second direction comprises a deflection from the first direction that follows through on the earlier portion of the single trajectory, and wherein the second series of points was detected using a second sensor of the computing device;

determine a user input based at least in part on a speed of the gesture along the earlier portion of the single trajectory and a speed of the gesture along the later portion of the single trajectory, the user input being determined independent of a location corresponding to the series of points touching the surfaces; and

execute one or more actions based on the user input.

8. The media of claim **7**, wherein the gesture is identified using a proximity sensor, camera, or touch sensor of the computing device.

9. The media of claim **7**, wherein:

the gesture comprises a pulling gesture on and then away from one of the surfaces at a first location of the one of the surfaces; and

the actions comprise:

selecting a user interface (UI) object within a display of the computing device at a first point within the display corresponding to the first location; and

adjusting a user-controllable parameter of an application on the computing device indicated by the UI object based on a distance of an end point of the pulling gesture away from the one of the surfaces.

10. The media of claim **9**, wherein the user-controllable parameter is a speaker volume or a display brightness.

11. The media of claim **7**, wherein:

the gesture is a fly-away gesture; and

the actions comprise:

selecting a scrollable user interface (UI) object at or near a starting point of the fly-away gesture; and

scrolling the scrollable UI object at a speed based at least in part on a velocity of the fly-away gesture.

12. The media of claim **7**, wherein the computing device is a mobile computing device.

13. A device comprising:

one or more processors; and

one or more computer-readable non-transitory storage media coupled to the processors and embodying software that is operable when executed by the processors to:

identify a gesture made by a user of the device with respect to one or more surfaces of the device, the gesture being independent of any object displayed by the computing device, and the gesture comprising a single trajectory in three dimensions including:

an earlier portion of the single trajectory in a first direction along at least one of the surfaces, the earlier portion comprising a first series of points touching the at least one of the surfaces, wherein the first series of points was detected using a first sensor of the computing device; and

immediately following the earlier portion of the single trajectory, a later portion of the single trajectory in a second direction, the later portion comprising a second series of points increasingly distant from the surfaces, wherein the second direction comprises a deflection from the first direction that follows through on the earlier portion of the single trajectory, and wherein the second series of points was detected using a second sensor of the computing device;

determine a user input based at least in part on a speed of the gesture along the earlier portion of the single trajectory and a speed of the gesture along the later portion of the single trajectory, the user input being determined independent of a location corresponding to the series of points touching the surfaces; and

execute one or more actions based on the user input.

14. The device of claim **13**, wherein the gesture is identified using a proximity sensor, camera, or touch sensor of the device.

15. The device of claim **13**, wherein:

the gesture comprises a pulling gesture on and then away from one of the surfaces at a first location of the one of the surfaces; and

the actions comprise:

selecting a user interface (UI) object within a display of the computing device at a first point within the display corresponding to the first location; and

adjusting a user-controllable parameter of an application on the computing device indicated by the UI object based on a distance of an end point of the pulling gesture away from the one of the surfaces.

16. The device of claim **13**, wherein the user-controllable parameter is a speaker volume or a display brightness.

17. The device of claim **13**, wherein:

the gesture is a fly-away gesture; and

the actions comprise:

selecting a scrollable user interface (UI) object at or near a starting point of the fly-away gesture; and

scrolling the scrollable UI object at a speed based at least in part on a velocity of the fly-away gesture.

18. The device of claim **13**, wherein the computing device is a mobile computing device.

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